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1 [SCAPE: shape completion and animation of people](#)



Dragomir Anguelov, Praveen Srinivasan, Daphne Koller, Sebastian Thrun, Jim Rodgers, James Davis

 July 2005 **ACM Transactions on Graphics (TOG) , ACM SIGGRAPH 2005 Papers**
SIGGRAPH '05, Volume 24 Issue 3

Publisher: ACM Press

 Full text available: pdf(625.49 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)
 mov(25:4 MIN)

We introduce the SCAPE method (Shape Completion and Animation for PEople)---a data-driven method for building a human shape model that spans variation in both subject shape and pose. The method is based on a representation that incorporates both articulated and non-rigid deformations. We learn a *pose deformation model* that derives the non-rigid surface deformation as a function of the pose of the articulated skeleton. We also learn a separate model of variation based on body shape. Our tw ...

Keywords: animation, deformations, morphing, synthetic actors

2 [Recovering articulated object models from 3D range data](#)



Dragomir Anguelov, Daphne Koller, Hoi-Cheung Pang, Praveen Srinivasan, Sebastian Thrun

 July 2004 **Proceedings of the 20th conference on Uncertainty in artificial intelligence**
AUAI '04
Publisher: AUAI Press

 Full text available: pdf(496.85 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

We address the problem of unsupervised learning of complex articulated object models from 3D range data. We describe an algorithm whose input is a set of meshes corresponding to different configurations of an articulated object. The algorithm automatically recovers a decomposition of the object into approximately rigid parts, the location of the parts in the different object instances, and the articulated object skeleton linking the parts. Our algorithm first registers all the meshes using an ...


3 [Algorithm 817 P2MESH: generic object-oriented interface between 2-D unstructured meshes and FEM/FVM-based PDE solvers](#)



Enrico Bertolazzi, Gianmarco Manzini

 March 2002 **ACM Transactions on Mathematical Software (TOMS)**, Volume 28 Issue 1

Publisher: ACM Press

Full text available:  [pdf\(259.04 KB\)](#) Additional Information: [full citation](#), [appendices and supplements](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

The software interface P2MESH is a collection of C++ class templates suitable for developing prototypes of high-performance PDE solvers on unstructured 2-D meshes. P2MESH supports several discretization methods on triangles and quadrilaterals, such as finite volume or finite element. The design philosophy of P2MESH does not consider specific model problems or built-in approximation algorithms. The software package is general purpose and it may also be used as a building block in the implementati ...

Keywords: Finite Element, Finite Volume, Object-Oriented programming, PDE solvers, unstructured mesh


4 Geometric modeling based on triangle meshes: Geometric modeling based on triangle meshes 

 Mario Botsch, Mark Pauly, Christian Rossli, Stephan Bischoff, Leif Kobbelt
July 2006 **ACM SIGGRAPH 2006 Courses SIGGRAPH '06**


Publisher: ACM Press

Full text available:  [pdf\(24.22 MB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#)

5 Immersive VR theatres and rendering for edutainment: Rendering of large and complex urban environments for real time heritage reconstructions 

 J. Willmott, L. I. Wright, D. B. Arnold, A. M. Day
November 2001 **Proceedings of the 2001 conference on Virtual reality, archeology, and cultural heritage VAST '01**

Publisher: ACM Press

Full text available:  [pdf\(3.68 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

In this paper we describe a rendering package, which brings together a number of rendering techniques and optimisations to render large and complex urban environments at interactive frame rates. The package has been built on top of a proprietary Scene Graph structure developed for the CHARISMATIC project. The paper presents an integrated approach combining Real-time Optionally Adapting Meshes, View Frustum Culling, Occluder Shadows, Level of Detail for Houses and Motion Captured Avatars in a sin ...

Keywords: ROAM, avatars, culling, level of detail, occluder shadows, OpenGL, urban environments, view frustum culling

6 Distributed routing in the recursive diamond network 

 Fadi N. Sibai
April 1997 **Proceedings of the 1997 ACM symposium on Applied computing SAC '97**

Publisher: ACM Press

Full text available:  [pdf\(286.00 KB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#)

Keywords: distributed routing, multicomputers, network of workstations, recursive diamond

7 Runtime compilation techniques for data partitioning and communication schedule



reuse

R. Ponnusamy, J. Saltz, A. Choudhary

December 1993 **Proceedings of the 1993 ACM/IEEE conference on Supercomputing Supercomputing '93****Publisher:** ACM PressFull text available: pdf(967.75 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)**8** Feature-Space Analysis of Unstructured Meshes

Ariel Shamir

October 2003 **Proceedings of the 14th IEEE Visualization 2003 (VIS'03) VIS '03****Publisher:** IEEE Computer SocietyFull text available: pdf(1.56 MB) Additional Information: [full citation](#), [abstract](#)

Unstructured meshes are often used in simulations and imaging applications. They provide advanced flexibility in modeling abilities but are more difficult to manipulate and analyze than regular data. This work provides a novel approach for the analysis of unstructured meshes using feature-space clustering and feature-detection. Analyzing and revealing underlying structures in data involve operators on both spatial and functional domains. Slicing concentrates more on the spatial domain, while iso ...

Keywords: unstructured meshes, segmentation, clustering, feature-extraction, mean-shift

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